## ADDING MACHINE GAME

## Organisation

This is a game for 2-4 players with one or more decks of cards. Remove the K, Q, J and Jokers. Ace $=1$. This game would suit students from Year 2-7.

## Rules



1. Shuffle the cards and deal out 10 cards to each player, face up.
2. Each player needs to find the total of their cards. This can be done by re-arranging the cards or grouping certain cards together to make 'compatible numbers'. Any arrangement that makes the adding task easier is allowed provided the correct total is obtained.
3. In turn, players then explain their groupings to the others in their group. If the other group members are satisfied that the total is correct, then this total is recorded.
4. For example, if Player One has cards $\mathbf{7 , 4 , 8 , 3 , 1 , 2 , 8 , 5 , 8 , 5 , 3 , 6}$, he/ she may wish to group them like this:

| $(7+3)$ and | $(6+4)$ and | $(3+2+5)$ | and $(8+8+1)$, making |  |
| :---: | :---: | :---: | :---: | :---: |
| 10 | and | 10 and | 10 | and |
| 17, | so the total is 47. |  |  |  |

Another way to group the cards is:

$$
\begin{gathered}
(8+8+4) \text { and }(7+3+6+3+1) \text { and }(2+5) \text {, making } \\
20 \text { and } 20 \text { and } 7 \text {, so the total is } 47 .
\end{gathered}
$$

Another way to group the cards might be:
( 8 and 8 ) and $(5+3)$ and $(6+2)$ and $(4+3+1)$ and 7 , making 5 groups of $8=40$ and 7 , so the total is 47 .
5. After everyone has explained their groupings and totals are recorded, the cards are shuffled and another round is dealt.
6. Players keep a progressive record of their score after each turn.
7. The winner is the first player to reach 200 or a nominated target.
8. This game can be varied by

- having students play in pairs and working together;
- varying the number of cards dealt in each round;
e.g., deal out only 6 cards in each round;
- varying the target number;
- awarding one point, (a counter) to the winner of each round and the first player to reach five points is the winner.

